



# SAM MINH LY

## GAME DESIGNER



### ABOUT ME

My biggest inspiration for game design came from Dungeons & Dragons and from using game editors to find new and different ways to play the game.

I like many aspects of game development, from system design to visual effects. My focus is on technical design and content creation. Through balancing and tweaking, I aim to create an experience for other people to enjoy.

In a team, I do my best to inspire and motivate each other to create something greater than the sum of its parts. During development I like to get to the core of a problem and solve it.



### PROJECTS

#### **Project Exhibited - BUAS** **2019-2020**

System Design, Technical Design, Design Lead, QA

#### **Lumberjacked - BUAS** **2019**

Technical Design, QA

#### **Encased (Hololens) – BUAS & Thermo Fisher Scientific** **2019**

Client Work, C#, Concepting

#### **Max Velocity – BUAS** **2018**

Level Design, Concepting



### EDUCATION

#### **Breda University of Applied Sciences** **2017-2021**

(Expected) bachelor in Creative Media and Game technologies  
(Design & Production)

#### **Helicon** **2014-2017**

MBO Applied Biology at Helicon Den Bosch

#### **College de Heemlanden** **2009-2014**

Higher General Secondary Education

### CONTACT

#### Email

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+31 649336775

#### Home

Currently residing in Houten,  
The Netherlands

#### Portfolio

[www.samminhly.com](http://www.samminhly.com)

### ROLES

Technical Design  
Level Design  
System Design  
Quality Assurance  
Team Lead

### SOFTWARE

Unreal Engine  
Unity  
C#  
Perforce  
Git

### LANGUAGES

Dutch (native)  
English